

# True Colours

Words & Music by P. Cox & R. Drummie

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D7

Bb/F

F/G

G7

F6

2<sup>o</sup> col-ours)

Can't run, you can't run a-way

A7

C/G

But don't give your - self up to the

Fmaj7

Dsus4

Em7

wait - ing game.

You've ta - ken ev - 'ry step and made

Fmaj7



Gsus4



all the moves, but you're still where you were,

Asus4

CHORUS  
(on % rpt CHORUS)

you think you're going un - der. Come out to - night.

/C



— in your true col - ours. (true, true Stand colours) in the light.



1.

On %  
segue \*

— in your true col - ours.

(true, true

2.



And when you break down don't

**Bb/F** **E<sub>b</sub>maj9** **A<sub>b</sub>add9** **A<sub>b</sub>maj7**

let it show, and you hold your fu - ture in -  
your hands — don't let — go.

**G11** **Gm/B<sub>b</sub>** **E<sub>b</sub>maj7**

\* (% to FADE)

**D7**

Oh oh oh oh oh oh —

1. **Bb/F** **F/G** 2. **F/G** **D.S. to FADE**

oh oh oh true true.

**VERSE 2:**

Shut down, shut out the warning signs,  
Whatever it takes to get off the line.  
You should be looking out for number one  
Another point of view, a new star shining for you.

**VERSE 3:**

Too late, it's never too late to learn  
The lion is sleeping in everyone.  
You must be strong enough to go all the way  
Remember where you were, don't let yourself go under.